

A VIDEO GAME CARTRIDGE FROM  
©PARKER BROTHERS



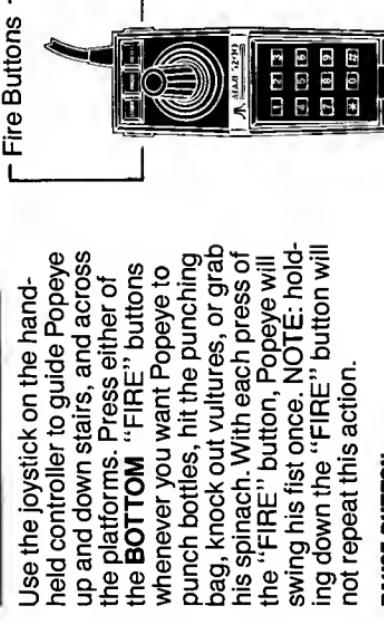
FOR ATARI 5200™ GAME SYSTEM

©PARKER BROTHERS

POPEYE game graphics © 1983 King Features Syndicate, Inc. and © 1983 Nintendo of America, Inc.  
POPEYE is a registered trademark of and is licensed by King Features Syndicate, Inc.  
Rules © 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

## THE HAND-HELD CONTROLLERS

Use the joystick on the hand-held controller to guide Popeye up and down stairs, and across the platforms. Press either of the **BOTTOM "FIRE"** buttons whenever you want Popeye to punch bottles, hit the punching bag, knock out vultures, or grab his spinach. With each press of the "FIRE" button, Popeye will swing his fist once. NOTE: holding down the "FIRE" button will not repeat this action.



1. Place the cartridge firmly into the cartridge slot.
2. Plug one or two hand-held controllers into the controller jack "1" and "2." Use the controller in jack "1" for a one-player game.
3. Press the **ON/OFF** switch to **ON**.
4. Press the "#" button on the keypad to choose a one- or two-player game. (NOTE: For a two-player game, zeros must appear at the top, right-hand side of the screen, next to where "2 UP" appears.)
5. Press the **START** button to start the action.

## SETTING THE CONSOLE CONTROLS

At any time during the game, if you wish to "freeze" the action and your score on the screen, press down the PAUSE button on the keypad. To start again, simply press the PAUSE button.

## PAUSE BUTTON

When you begin each round, the number of Popeyes remaining is indicated at the top, right-hand side of the screen. The first Popeye will appear on the left, topmost ledge as soon as you press the **START** button.

## PLAYING

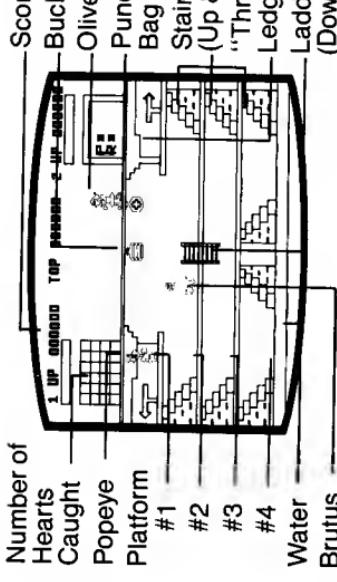
In each round, Popeye must win Olive Oyl's affection by catching all of her hearts, notes, or cries for H-E-L-P, depending on which round you're playing, before they fall into the water and sink. But Brutus, the Sea Hag, and the vultures all do their best to knock Popeye over—Brutus with his fists, the Sea Hag with her fast-flying bottles, and the vultures with their good aim! When any of them hits Popeye—or if any of Olive's tokens fall into the water and are not pulled out in time—you lose him and the next Popeye appears on the left, topmost ledge ready to try again.

## Spinach

Throughout the rounds, Popeye's spinach will randomly appear in specific places on the screen (see "Spinach" section under each round). Whenever you see it, move Popeye over to the spinach and press the "FIRE" button. If you reach it in time, Popeye will change color and you'll hear the "Popeye Theme." This is your chance to catch up with Brutus and knock him over. If you do, you gain **3000 POINTS!** In addition, if you catch any of Olive's tokens while the tune is playing, you receive **DOUBLE THE SCORE FOR EACH**. Once Popeye uses his spinach in any of the rounds, it will not appear during that same round again.

## The Sea Hag

You never know when this nasty ol' biddy is going to jump out from the side lines and pelt Popeye with a bottle. But she'll only let one fly when she's on the same platform as Popeye. If Popeye's not fast enough with his fists to punch the bottle, and it hits him, you lose this Popeye. If you have a remaining Popeye, he will appear at the top of the ledge.



## SWEET HEARTS - ROUND #1

### Hearts

In this round, you must catch all 24 hearts before they fall into the water and sink—and without being hit by Brutus or the Sea Hag. Each time you catch a heart, a one will appear on the side of Popeye's house, located at the top of the screen. Once there are 24 hearts, you'll automatically begin the next round.

## "Thru" Ledges

As the round begins, Popeye appears on the left, topmost ledge. You may move Popeye off this ledge and land him safely onto the platform below. Or you may move him in the opposite direction and he'll travel around to the other ledge. You may move Popeye back and forth between ledges or off either side and onto the platform below at any time. Brutus cannot walk on either of these ledges. **BUT HE CAN JUMP UP AND KNOCK POPEYE OVER!**

1. Press the **ON/OFF** switch to **ON**.
2. For a two-player game, (NOTE: For a two-player game, zeros must appear at the top, right-hand side of the screen, next to where "2 UP" appears.)
3. Press the **START** button to start the action.
4. Press the "#" button on the keypad to choose a one- or two-player game. (NOTE: For a two-player game, zeros must appear at the top, right-hand side of the screen, next to where "2 UP" appears.)
5. Press the **START** button to start the action.

POPEYE  
PROOF OF PURCHASE



repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

## 180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

### CONDITIONS:

1. Proof of Purchase: The retail sales receipt or other proof of purchase must be provided.
2. Proper Delivery: The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:  
If the product malfunctions after the 180-day warranty period you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or

## Bonus Popeye

You'll receive a bonus Popeye after the first 40,000 points accumulated in the game.

## Double Points

Remember: You'll receive double the point value for catching a token or Swee'Pea, if caught while the "Popeye theme" is playing (after Popeye picks up his spinach).

If you should have any difficulty operating or playing POPEYE, call our Electronic Service Department at these toll-free numbers:

1-800-892-0297  
1-800-225-0540  
All other states  
(not available in Alaska, Hawaii, or Canada)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.  
In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road,  
Alexandria, N.S.W. 2015.

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, Canada  
L4K 1B7.  
In the United Kingdom: Palitoy Company, Owen Street, Coalville,  
Leicester LE62DE England.

## SCORING

The number of points for each heart, note, or letter caught depends upon which platform Popeye is on when he catches it.

EXAMPLE: If Popeye is on platform #2 when he catches any kind of token from Olive, you gain 300 points. If he is on platform #4, the token is worth 50 points.

## Hearts, Notes, & Letters

|                            |             |
|----------------------------|-------------|
| Platform #1                | 500 points  |
| Platform #2                | 300 points  |
| Platform #3                | 100 points  |
| Platform #4                | 50 points   |
| Tokens in Water            | 50 points   |
| Punching Bottles           | 100 points  |
| Punching Vultures          | 1000 points |
| Hitting Punching Bag       | 30 points   |
| Hitting Brutus with Bucket | 1000 points |
| Platform #2                | 1000 points |
| Platform #3                | 2000 points |
| Platform #4                | 4000 points |
| Knocking Brutus Over       | 3000 points |
| Grabbing Swee'Pea          | 500 points  |